ESCAPE FROM PULSAR 7

You are alone ... or almost alone on the space freighter PULSAR 7. As you sit in the relative safety of the control room your thoughts drift unwillingly back to the day two weeks ago when the nightmare began.

It started out as a routine mission - an exploratory flight into the outer regions of the Xendrer system. The purpose of the mission was, as always, to deliver the precious and redennium to mining planets whose civilizations had evolved beyond primitive nuclear power and were seeking out new, more efficient energy transference from common elements found on their home planets. Redennium was rare in these far flung regions of the Xendrer system, consequently most governments of these planets desperately eager to accept samples of new elements, particularly Redennium whose energy transference characteristics were second to none.

After successfully trading the current load of Redennium and so receiving as part payment for the consignment a strange but interesting creature for the intergalactic zoo on your home planet, you and your crew set courses for home. Initially the trip was uneventful except for a minor disturbance when the creature broke out of its cage and took to rolling about playfully in the remains of the Redennium ore left in the cargo hold.

After recapturing the creature and placing it back in its cage, the PULSAR 7 resumed its monotonous course for home. In the following days however, the creature became restless and began to grow at an astonishing rate. It was decided at this point that the creature was likely to become a danger to the crew and should therefore be executed and placed into suspended animation for the remainder of the journey home.

The decision came too late. The creature, now the size of a small horse, had ripped open its cage and savagely killed and eaten two of the crew members. It had then concealed itself somewhere aboard the gigantic freighter. Since then the creature had accounted for all the remaining crew except yourself. Your only option now is to abandon the freighter and attempt to make your escape in the troll shuttle craft - if you can avoid the deadly creature.

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